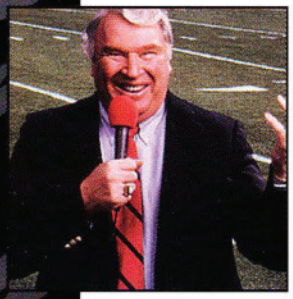

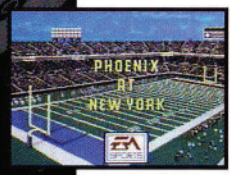

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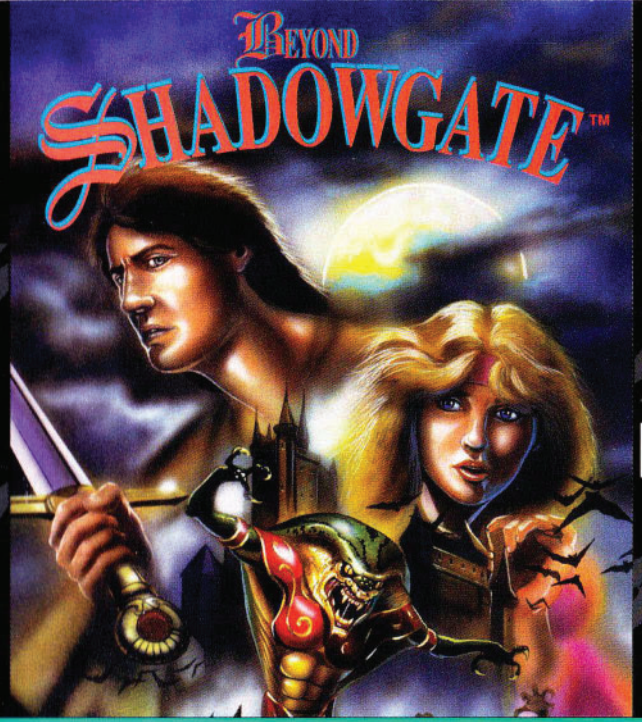
BEYOND SHADOWGATE™



SUPER CD-ROM² SYSTEM

Action Adventure Game

ICOM
ICOM SIMULATIONS, INC.

HE system

DUO™ T·T·i

Distributed by T.T.I.

Thank You for buying this Super CD Game.

Before using your new Super CD game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your hardware, and the precautions concerning the proper use of this Super CD game. Always operate your hardware and this Super CD game according to instructions. Please keep this manual in a safe place for future reference.

WARNINGS READ BEFORE USING YOUR GAME SYSTEMS

A very small percentage of the population may experience epileptic seizures when exposed to certain light patterns or flashing lights of various combinations. When exposed to these certain patterns or backgrounds on a television screen or while playing video games, individuals may experience an epileptic seizure or symptoms even in individuals who have no history of epilepsy or prior seizures. If you, your friends or anyone in your family have an epileptic condition, please consult your doctor prior to playing video games. If you experience any of the following symptoms while playing video games: altered vision, dizziness, eye or muscle twitching or other involuntary movements, disorientation, loss of awareness, mental confusion or convulsions- DISCONTINUE USE AND DO NOT RESUME PLAYING UNTIL YOU HAVE CONSULTED WITH YOUR PHYSICIAN.

We advise that you limit your actual game playing to one hour per day and take periodic breaks of 10 to 15 minutes during this period.

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1. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
2. Do not use this Super CD game with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
3. Never open the CD player's cover while the Super CD is spinning. This may damage both the disc and the system.
4. Never pull the Super System Card out while the TurboGrafx-16 switch is in the "ON" position, as this may damage both the SuperSystem and the CD Interface Unit.
5. Do not wipe your TurboDuo, TurboGrafx-CD player or Super CD with volatile liquids such as paint thinner or benzene.
6. Read this instruction manual carefully and keep it in a safe place for future reference.

Super CD's are made especially for use with the TurboGrafx-CD player with the Super System Card, or the TurboDuo™. They will not operate on other systems.
Any duplication of this software is strictly prohibited.

Care of your Super CD Game

1. Keep your Super CD clean!
2. Make sure the shiny, "signal reading" side of your Super CD is clean at all times.
3. If your Super CD does become dirty, wipe it clean with a soft cloth.
4. Make sure that the surface of your Super CD does not get scratched.
5. Take the Super CD carefully in and out of its case.
6. Never write on your Super CD. Writing on it may damage its surface or interfere with its operation.
7. Never bend your Super CD.
8. Do not try to make the hole in your Super CD larger!
9. Place your Super CD back in its case when you have finished playing.
10. Avoid high temperature and humidity.

Getting Started

<When you use TurboGrafx™ -CD player with Super System Card>

1. Make sure your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected (refer to your TurboGrafx™ -CD Player's instruction manual).
2. Plug your TurboGrafx-CD Power Adapter into a wall outlet and slide the Game Interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3. Carefully insert the TurboGrafx *Super System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4. Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The Super CD system screen should appear.
6. Press "RUN" on your TurboPad to start the game.

<When you use TurboDuo>

1. Make sure your TurboDuo™, Game Interface, television and audio system are properly connected (refer to your TurboDuo™ instruction manual).
2. Plug your TurboDuo™ Power Adapter into a wall outlet and slide the power switch to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3. Open the TurboDuo™ cover by pressing the round "OPEN" button. Avoid touching the inside of the unit. Never operate your TurboDuo with the cover open.
4. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover.
5. Slide the Game Interface power switch on the bottom-left of the unit to the right ("ON" position). The Super CD system screen should appear.
6. Press "RUN" on your DuoPad to start the game.

*Super System Card available through 1-800-995-9203

Notes

Thank You...

...for Buying this Super CD Game.

Before using your new Super CD game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your hardware, and the precautions concerning the proper use of the Super CD game. Always operate your hardware and this Super CD game according to instructions. Please keep this manual in a safe place for future reference.

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Care of Your CD Game & Getting Started

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Care of Your CD Game

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2. Make sure the shiny "signal reading" side of your Super CD is clean at all times.
3. If your Super CD does become dirty, wipe it clean with a soft cloth.
4. Make sure that the surface of your Super CD does not get scratched.
5. Take the Super CD carefully in and out of its case.
6. Never write on your CD. Writing on it may damage its surface or interfere with its operation.
7. Never bend your Super CD.
8. Do not try to make the hole in your Super CD larger!
9. Place your Super CD back in its case when you have finished playing.
10. Avoid high temperature and humidity.

Getting Started: When you use TurboGrafx™-CD Player with the Super System Card

1. Make sure your TurboGrafx-CD Player, Game interface, television and audio system are properly connected (refer to your TurboGrafx-CD Player's instruction manual).
2. Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3. Carefully insert the *Super System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4. Open the TurboGrafx-CD Player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.
6. Press "RUN" on your Turbo Pad to start the game.

When you use TurboDuo™

1. Make sure your TurboDuo™, Game interface, television and audio system are properly connected (refer to your TurboDuo™ instruction manual).
2. Plug your TurboDuo™ Power Adaptor into a wall outlet. Turn on your television and make sure that it is on the correct channel.
3. Open the TurboDuo™ CD Player cover by pressing the round button. Avoid touching the inside of the unit. Never operate your CD Player with the cover open.
4. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle. Press the bottom-right section of the cover gently until you hear a "click". Slide the "LOCK" switch to the right.
5. Slide the Game Interface power switch on the bottom-left of the unit to the right ("ON" position). The Super CD system screen should appear.
6. Press "RUN" on your DuoPad to start the game.

*Super System Cards available through 1-800-995-9203.

Super-CD Game Disc 90-Day Limited Warranty

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For warranty information, call 1-800-366-0136 Monday-Friday 8:00 A.M. to 7:00 P.M. Central Time.

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TTI'S LIABILITY FOR ANY PRODUCT IS LIMITED TO THE REPAIR OR REPLACEMENT OF THE PRODUCT AT OUR OPTION. TTI SHALL NOT BE LIABLE FOR:

1. Damage to other property caused by this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
2. Any other damages, whether incidental, consequential or otherwise.

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HOW STATE LAW RELATES TO THE WARRANTY

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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Los Angeles, CA 90045

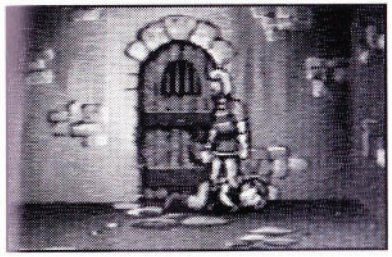
If you kill the Guard

IF YOU KILLED THE GUARD...

9) Press SELECT until the Icon of Touch is back
10) Move the Icon of Touch over the keys on the floor
11) Press BUTTON I
This operates the Icon of Touch on the keys
Now the keys are the current Icon
12) Press SELECT
This returns you to the Icon mode
13) Move the keys onto the door
14) Press BUTTON I
This causes Erik to unlock the door
You are now free to explore the Dungeons

IF THE GUARD KNOCKED YOU OUT

If Erik is knocked out in his cell, his execution takes place at twilight as scheduled. Try again!



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The Story and Your Mission

The Story

As the sun rises once again on the legend of Shadowgate, the evil Warlock Lord schemes to destroy all that is good in the kingdom. For generations the kingdom has lived in peace under the rule of the dynasty known as the "Line of Kings". But this peaceful land will soon be under siege.

As this new chapter opens, our hero Prince Erik is traveling abroad gaining knowledge and wisdom of the world, when he receives word that his father, King Aronde, has been murdered. Summoned home by his father's newly appointed Royal Advisor Belezaar, Prince Erik travels days returning to his kingdom where the prince believes he will be taking his rightful place on the throne. As our prince lands, he is immediately overcome with joy as he is greeted by his little sister, Princess Elizabeth, who had grown to be a young woman in his long absence. Just as they reminisced of days long gone, the prince comes face to face with Belezaar as they meet for the first time.

As the two discuss Prince Erik's Coronation, guards besiege the prince and take him into custody. Belezaar, standing away from the scuffle, accuses Erik of masterminding his father's murder by financing the plot. Prince Erik is thrown in the dungeon with his head to be taken at dawn. As the last descendant in the "Line of Kings" you know that your death will mean that evil will rein in the kingdom.

Your Mission

Your first problem is escaping from this dungeon. You have but a few hours till dawn, take heed. If you're able to free yourself from the dungeon be forewarned, you have a long and arduous journey ahead. Your quest is to free the land from the evil grips of the Warlock Lord deep within Castle Shadowgate. If you are to complete this quest, you will need to make good use of all of the resources that are available to you. Take good care on your journey, look and listen, search out clues wherever you may be. Evil abounds, and creatures great and small will try to defeat you! The"Line of Kings" has a powerful legacy. Use the good that comes of it. Alas, the legend of Shadowgate rests in your hands, good morrow to you, and good luck!

Playing Tips & Sequence for the First Room

PLAYING TIPS

* As stressed earlier, it is very important to save your game often. It will make the gameplay more enjoyable.
* Pay close attention when exploring different locations. Many items are small and of similar color to the background. They may be difficult to find at first glance.
* Manage your gold coins carefully. You will need them to buy important items in order to finish the game.
* There are rewards for non-aggressive behavior. In several instances, you will be rewarded for choosing a non-aggressive solution to a situation.
* Try different "Tools of Victory" at the end of the game. There are three different correct endings, so have fun and try using the various "Tools of Victory" in your Inventory Window.

For Additional Game Tips:
Call the TurboTeam at (310) 337-6916

SEQUENCE FOR THE FIRST ROOM

1) Press SELECT button once
   This puts you in to the ICON MODE
2) Press BUTTON II
   This opens the INVENTORY
3) Press SELECT twice
   This toggles to the Icon of Touch
4) Move the Icon of Touch over the match in the inventory
5) Press BUTTON I
   This operates the Icon of Touch on the match. Now the match is the current Icon
6) Move the match over the pile of straw
7) Press BUTTON I
   This operates the match on the straw
   Erik will walk over and light the straw on fire
8) When the guard attacks you, press BUTTON I
   In the action mode, this causes Erik to punch

The Tools of Victory

Piranha	Canary	Note	Coal	Tools
Orb	Sharp Metal Piece	Staff of Ages	Parchment	Magnifying Glass
Seashell	Hammer	Gauntlet	Sword	Scroll (4) (Green, Blue, Yellow, Red)
Dog				

Cast of Characters

Prince Erik
The young and courageous son to the recently murdered King Aronde. He has lived abroad learning the wisdoms of the world, and is the rightful heir to the kingdom's majestic throne. His quest is yours!

Princess Elizabeth
Prince Erik's resourceful sister, whom he hasn't seen in many years. She is also the daughter of the late King Aronde.

The Ghost of King Aronde
The spirit of the late King Aronde. His wisdom and guidance will facilitate the young Prince on his peril filled journey.

Cast of Characters

Belezaar

The recently appointed royal advisor to the late King Aronde. He has unjustly imprisoned Prince Erik for the murder of his late father, King Aronde. Can he be entwined in this evil plot against the"Line of Kings"?

Lakmir

A kind and powerful sorcerer of the kingdom. It is feared that he has been kidnapped or taken hostage by unknown forces of evil.

The Tools of Victory

During your journey you will be able to find many different tools that will facilitate your quest. There are over 35 tools in all, use them to your advantage. Note: Not all the items need to be found to complete your quest.

Match	Keys	Bucket	Pepper Shaker	Paddle w/Ball
Leather Bag	Quartz	Gem	Crank	Foreign Language Phrase Book
Magical Pipes	Blue Serpent Idol	Feather	Turtle	Gold Coins
Yarn Ball	Beard Comb	Squeak Toy Mouse	Mystical Box	Ancient Pendant

Saving and Loading Your Game

INVENTORY WINDOWS

Direction Key: Moves the current item in any direction

Button II: Close the INVENTORY WINDOW

Button I: Switch the current item. (If you have more than 3 items, a green triangle will appear on the window. Place an Icon on a triangle and press Button I to scroll through the items.)

(Note: Touch/Sight Icons work on the items)

DURING TEXT MESSAGES

Direction Key up/down: Moves window up or down

Button I: Scrolls through text

The SAVE/LOAD Feature

Saving Your Game

1. Press RUN to pause the game.
2. Use the Direction Key to move the red arrow to choose among three red Files for save.
3. Press Button I after choosing a File. The game is now saved and you can resume playing game.

**You have three spaces in which you can save games in progress. It is important to save often since you only have one life to use in the game.*

If the game has not been saved and you lose your life, you will need to start over at the beginning of the game!

Loading a Saved Game During the Game:

1. Press RUN to pause the game.
2. Use the Direction Key to move the red arrow over and down below three blue Files.

(Note: A disk with an X instead of a number means it is an empty spot, and there is no saved game present).

3. Press Button I to continue the chosen game from the point that the game was last saved.

At the Title Screen:

1. Use the Direction Key to move the flashing arrow down to the desired saved game.
2. Press Button I to confirm.

The Music/Sound Option

You can turn off either the music or sound effects at any point in the game.

1. Press RUN to pause the game.
2. Use the Direction Key to move the red arrow to the Music/Sound boxes. Press Button I to turn the music and/or sound on or off.

(Note: When box is green, the option is on and when box is red the option is off).

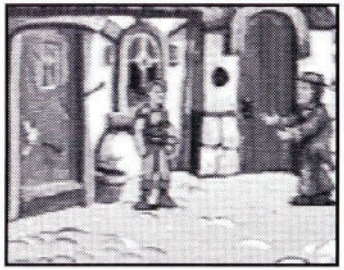
3. After making your changes, press RUN to exit the sound window and continue your game.

Areas of The Kingdom

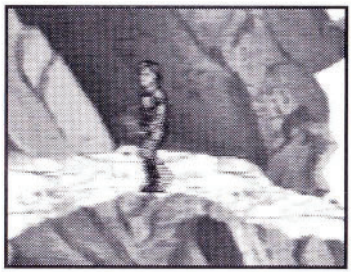
AREAS OF THE KINGDOM

In your quest you will venture through many different and interesting locations. Here are the names of some of the more important locations.

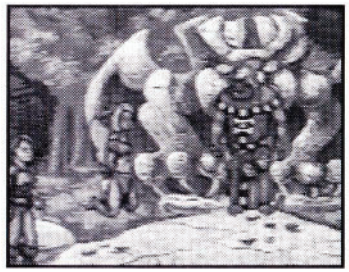
Names of the locations:
The Swamp, The City, The Temple, Ledges, The North Woods, The West Woods, The Village, The Dwarf Mine, The Plateau, Lakmir's Hut, Druids Woods, Castle Shadowgate, The Caves Below Shadowgate.



The Village



The Ledges



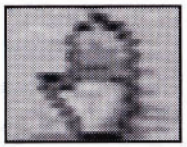
The North Woods

Magical Icons

MAGICAL ICONS

There are 3 magical icons that you will need to use during your journey. They are as follows:

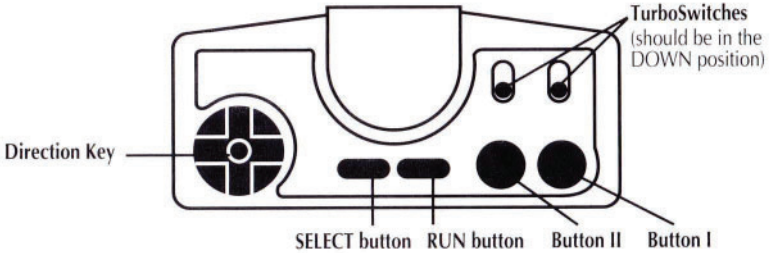
The Icon of Sight: Use this Icon to view descriptions of objects, places, and people that you come across during your journey!



The Icon of Touch: Use this Icon to manipulate the "Tools of Victory" and direct you on your journey!

The Icon of Conversation: Use this Icon to talk to and question characters along your journey.

Using Your Pad in "Beyond Shadowgate"



ACTION MODE

Direction Key: Moves Erik up, down, left or right
Select: Toggles to ICON MODE
Run: Pauses gameplay (press again resume)
Button II: Erik squats (may be used in conjunction with Button I)
Button I: Erik punches (may be used in conjunction with Button II)

ICON MODE

Direction Key: Moves current Icon in any direction
Select: Press repeatedly to show the different Icons
Icon of Touch (Hand): Picks up items. Sometimes triggers an interaction with an object
Icon of Sight (Eye): Gives a text description of the selected item or background
Icon of Conversation (Question Mark): Starts conversations between selected characters and Erik
Items: Shows last item found or used by Erik
Run: Returns to ACTION MODE
Button II: Opens INVENTORY WINDOW
Button I: Activates current Icon on object, character, background or inventory item. (Note: A red flashing X means the Icon or object can't be used at the selected place.)